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Corrigendum: Literacy at play: an analysis of media literacy games used to foster media literacy competencies

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KEYWORDS

digital games, media literacy, digital literacy, literacy competencies, educational games

A corrigendum on

[Literacy at play: an analysis of media literacy games used to foster media literacy competencies](#)

by Glas, R., van Vught, J., Fluitsma, T., De La Hera, T., and Gómez-García, S. (2023). *Front. Commun.* 8:1155840. doi: 10.3389/fcomm.2023.1155840

In the published article, there was an error in [Figure 2](#) as published. Three game titles which ultimately did not meet the criteria for inclusion in the final data set were mistakenly included. The figure caption was also incorrect, stating the number of games as 56 rather than 53. The corrected [Figure 2](#) and its new caption appear below.

In the published article, there were a few errors. These relate to the accidental inclusion of three games in the sample, as discussed above. Due to the fact that three games were removed from the sample, some related information in the main text must be corrected.

Corrections have been made to:

Methodology; Research Design, Paragraph 1. This sentence previously stated:

“As we discuss below, a subset of 56 games were played, with a selection of 12 titles receiving a more detailed analysis.”

The corrected sentence appears below:

“As we discuss below, a subset of 53 games were played, with a selection of 12 titles receiving a more detailed analysis.”

Methodology; Data collection and data analysis, Paragraph 2. This sentence previously stated:

“This meant we played 56 out of 100 titles in the database.”

The corrected sentence appears below:

“This meant we played 53 out of 100 titles in the database.”

Methodology; Data collection and data analysis, Paragraph 3. This sentence previously stated:

“This meant that for the 56 titles we played as part of the analysis, [...]”

The corrected sentence appears below:

“This meant that for the 53 titles we played as part of the analysis, [...]”

Methodology; Data collection and data analysis, paragraph 5. This sentence previously stated:

“A table with a full overview of all 56 game titles, the media literacy topic or topics as well as the associated media literacy competencies can be found in [Figure 2](#).”

The corrected sentence appears below:

“A table with a full overview of all 53 game titles, the media literacy topic or topics as well as the associated media literacy competencies can be found in [Figure 2](#).”

Findings, *Distinguishing the most common topics*, Paragraph 1. This sentence previously stated:

“As is visible within [Figure 2](#), out of our entire sample, 20 games were dedicated fully to the topic of misinformation, with 3 containing misinformation as a key literacy topic next to other, often related topics as digital well-being and privacy.”

The corrected sentence appears below:

“As is visible within [Figure 2](#), out of our entire sample, 20 games were dedicated fully to the topic of misinformation, with one containing misinformation as a key literacy topic next to other, often related topics as digital wellbeing and privacy.”

Findings, *Distinguishing the most common topics*, Paragraph 5. This sentence previously stated:

“Some of these games for instance focus on understanding how to work with certain soft- or hardware applications (as such strongly linked to the “explore applications” competency) by for instance helping players to use a search engine (*A Google a Day*, *Google Feud*) or a certain VR application (*Oculus Riftirement*, *ARE you ready?*).”

The corrected sentence appears below:

“Some of these games for instance focus on understanding how to work with certain soft- or hardware applications (as such strongly linked to the “explore applications” competency) by for instance helping players to use a search engine (*A Google a Day*, *Google Feud*) or a certain VR application (*ARE you ready?*).”

Findings, *Prevalent competencies*, Paragraph 2. This sentence previously stated:

“In our analysis of our data subset of 56 games, we mapped all competencies which the games explicitly or implicitly seemed to address, to all the titles.”

The corrected sentence appears below:

“In our analysis of our data subset of 53 games, we mapped all competencies which the games explicitly or implicitly seemed to address, to all the titles.”

Findings, *Prevalent competencies*, Paragraph 3. This sentence previously stated:

“In fact, as can be seen in [Figure 2](#), in our sample of 56 games only 10 games did not incorporate the understand media competency, and only 16 did not incorporate reflect on media usage. In comparison, only 11 games incorporated the explore applications competency, [...]”

The corrected sentence appears below:

“In fact, as can be seen in [Figure 2](#), in our sample of 53 games only 10 games did not incorporate the understand media competency, and only 14 did not incorporate reflect on media usage. In comparison, only 10 games incorporated the explore applications competency, [...]”

Findings, *Recurrent game design choices in media literacy games*, Paragraph 1. This sentence previously stated:

“As mentioned, as part of the final step of playing through the 56 games in the database we also paid attention to the ways in which literacy topics were connected to gameplay as well as aesthetic design choices.”

The corrected sentence appears below:

“As mentioned, as part of the final step of playing through the 53 games in the database we also paid attention to the ways in which literacy topics were connected to gameplay as well as aesthetic design choices.”

The authors apologize for these errors and state that they do not change the scientific conclusions of the article in any way. The original article has been updated.

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	TITLE	Media literacy topics	Operate devices & software	Explore applications	Find information	Create with media	Connect through media	Discuss media	Understand media	Reflect on media usage
1	Co-Co's AdverSmarts	Advertisement recognition, web literacy				V			V	V
2	Most Likely Machine	Algorithms				V			V	V
3	Bloxxgame	Blockchain	V	V						
4	Free Culture Game	Copyright							V	V
5	Media Literacy Escape Game	Digital vocabulary								
6	Galge	Digital vocabulary								
7	Woordzoeker	Digital vocabulary								
8	Cyber Choices	Digital well-being							V	V
9	Eliza	Digital well-being							V	V
10	ACBC	Digital well-being							V	V
11	Digital Compass	Digital well-being					V			V
12	Media Matties	Digital well-being					V	V		
13	Gamer Girl	Digital well-being							V	V
14	Superbetter	Digital well-being								V
15	Mindlabs Energy Circuits	Energy circuits							V	
16	De Grootste Escaperoom	Environmentalism		V					V	
17	DigiKwis	Internet usage	V	V					V	
18	Cow Clicker	Microtransactions							V	V
19	Spot the Troll	Misinformation							V	V
20	ABC Fake News Game	Misinformation							V	V
21	Bad News	Misinformation							V	V
22	Bad News (Junior Edition)	Misinformation							V	V
23	Fake it to Make it	Misinformation							V	V
24	Fakey	Misinformation							V	V
25	Go Viral!	Misinformation							V	V
26	Harmony Square	Misinformation							V	V
27	Informable	Misinformation							V	V
28	Postfacto	Misinformation							V	V
29	The Fake News Game	Misinformation							V	V
30	The Republica Times	Misinformation							V	V
31	The Westport Independent	Misinformation							V	V
32	Troll Factory	Misinformation							V	V
33	BBC iReporter	Misinformation		V					V	V
34	Cranky Uncle	Misinformation			V				V	V
35	Facticious 2018	Misinformation			V				V	V
36	Facticious Pandemic	Misinformation			V				V	V
37	Newsfeed defenders	Misinformation			V				V	V
38	Escape Fake	Misinformation	V						V	V
39	Interland	Misinformation, Privacy, Digital well-being							V	V
40	Datak	Privacy	V						V	V
41	Cyber X scape	Privacy							V	V
42	Beeld Kraken	Privacy		V	V				V	
43	Hack de Hacker	Privacy							V	V
44	Data Detox Game	Privacy							V	V
45	HackShield	Privacy							V	V
46	Help de FBI	Privacy							V	V
47	Click if You Agree	Privacy							V	V
48	Data Defenders	Privacy							V	V
49	Google Feud	Search engine		V	V				V	
50	A Google a day	Search engine		V	V				V	
51	Minecraft in later life	Technology acceptance		V						
52	ARe You Ready?	Virtual reality		V					V	V
53	The Wiki Game	Wikipedia		V	V					

FIGURE 2 All 53 games in the sample, organized by media literacy topic, each with their associated media literacy competencies.